

Title: Sanctuary

Author: Lord Robb

Sanctuary
(Felucca/Trammel - 0°
58' North 37° 3' West)

This makeshift town is the homes of elves (and others) that don't fit into mainstream elven society but share similar views and ethics with one another. A ragged camp of misfits and ethically challenged individuals, Sanctuary welcomes murderers with reckless abandon. Lethal encounters are common in and around the structures as housing is limited and the settlement operates on the basic assumption that taking what you want is the best approach to life. No one is ever safe in Sanctuary, but some of the most amazing tales are told there. Some are even true. Adventurers enter Sanctuary through a stockade entrance and quickly find themselves in terrain reminiscent of a giant garbage dump.

Inhabitants of the town are varied and can include: elves and humans of various skills and professions, changelings, orcs, orc bombers, orc brutes, orc captains, orc choppers, orc scouts, orcish lords, orcish mages, doppelgangers, cyclopean warriors, efreeti, ettins, gargoyles, gargoyle destroyers, gargoyle

enforcers, ogres, Ogre
Lords, succubi, and trolls.